

```
1 package ticTacToe.model.score;
2
3 import java.awt.Graphics;
4
5 import javax.swing.ImageIcon;
6
7 import ticTacToe.component.AbstractComponent;
8 import ticTacToe.component.button.TextButton;
9
10 public class ScoreView extends AbstractComponent {
11
12     private ReadOnlyScoreModel scoreModel;
13     private TextButton scoreX;
14     private TextButton scoreY;
15     private ImageIcon background;
16
17     public ScoreView(int x, int y, int width, int height, ReadOnlyScoreModel scoreModel) {
18
19         super(x, y, width, height);
20         this.scoreModel = scoreModel;
21
22         scoreX = new TextButton(20, 20, 80, 40, "X: " + scoreModel.scoreX());
23         scoreY = new TextButton(width - 100, 20, 80, 40, "O: " + scoreModel.scoreO());
24
25         add(scoreX);
26         add(scoreY);
27     }
28
29     public void setBackground(ImageIcon background) {
30         this.background = background;
31     }
32
33     @Override
34     public void paint(Graphics g) {
35
36         if (background != null) {
37             g.drawImage(background.getImage(), position.x, position.y, dimension.width,
38                 dimension.height, null);
39         }
40
41         scoreX.setText("X: " + scoreModel.scoreX());
42         scoreY.setText("O: " + scoreModel.scoreO());
43
44         paintChildren(g);
45     }
46 }
```